## WHAT IS CLAIMED IS:

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1. A gaming machine comprising:

a processor for controlling game play in a basic mode and a bonus mode,

the processor operating in the basic mode to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome the selection of which causes the processor to shift operation from the basic mode to the bonus mode,

the processor operating to set-up a bonus game by defining a plurality of player-selectable bonus game outcomes, the bonus game outcomes including one or more end-bonus outcomes the selection of which causes the processor to shift operation from the bonus mode to the basic mode;

means for selecting in the bonus mode under player control one or more of the bonus game outcomes until encountering an end-bonus outcome; and

means for awarding credits based upon the selected bonus game outcomes.

- 15 2. The gaming machine of claim 1 further comprising a display, the display being operable in response to instructions from the processor to mask the bonus game outcomes upon set-up of the bonus game and reveal the selected bonus game outcomes during play of the bonus game.
  - 3. The gaming machine of claim 2 further comprising a display, the display being operable in response to instructions from the processor to reveal each of the bonus game outcomes in response to the selection of an end-bonus outcome.
    - 4. The gaming machine of claim 1 wherein the means for selecting is operable in the bonus mode to select, one at a time, said one or more bonus game outcomes until the selection of an end-bonus outcome.
- 5. The gaming machine of claim 1 wherein the basic game comprises a slot machine having a spinning reel display for showing a number of symbols on one or more reels, the possible basic game outcomes defining various possible combinations of said

symbols on said reels, one of the combinations defining a start-bonus outcome the occurrence of which causes the processor to shift operation from the basic mode to the bonus mode.

- The gaming machine of claim 5 wherein the start-bonus outcome is
  characterized by the display of a designated start-bonus game symbol on one or more of the reels.
  - 7. The gaming machine of claim 5 wherein the start-bonus outcome is characterized by the display of a designated start-bonus game symbol on each of the reels.
- 8. The gaming machine of claim 7 wherein each of the reels have three display positions, the start-bonus outcome being characterized by the display of a designated start-bonus game symbol on each of the reels in either of the three display positions.
  - 9. The gaming machine of claim 1 wherein the bonus game outcomes include a number of value-associated outcomes and a number of end-bonus outcomes, the means for awarding credits comprising means for summing the value-associated outcomes selected in the bonus game.
  - 10. The gaming machine of claim 9 wherein the means for awarding credits is operable to award bonus game credits proportional to the sum of the value-associated outcomes selected in the bonus game.
  - 11. The gaming machine of claim 10 wherein the means for awarding credits is operable to award said bonus game credits in response to the selection of an end-bonus outcome in the bonus game.
  - 12. The gaming machine of claim 10 wherein the means for awarding credits is operable to award credits equal to the sum of the value-associated outcomes selected in the bonus game.
  - 13. The gaming machine of claim 12 wherein the means for awarding credits is operable to award said bonus game credits in response to the selection of an end-bonus outcome in the bonus game.

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14. A method of operating a gaming machine under control of a processor operable in a basic mode and a bonus mode, the method comprising the steps of:

selecting under control of the processor in said basic mode a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome;

shifting operation of the processor from the basic mode to the bonus mode in response to the selection of the start-bonus outcome, otherwise, continuing operation of the processor in the basic mode;

setting up under control of the processor a bonus game by defining a plurality of bonus game outcomes, the bonus game outcomes including one or more end-bonus outcomes;

selecting under player control one or more of the bonus game outcomes in the bonus mode until encountering an end-bonus outcome; and

awarding credits based upon the selected bonus game outcomes.

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15. The method of claim 14 wherein the step of setting up the bonus game comprises the steps of:

displaying a plurality of selection elements;

associating each of the selection elements with a bonus game outcome, the bonus game outcomes including value-associated outcomes and end-bonus outcomes; and concealing each of the bonus game outcomes upon initial play of the bonus game.

- 16. The method of claim 15 wherein the step of selecting bonus game outcomes in the bonus mode until encountering an end-bonus outcome comprises the steps of:
- selecting, one at a time, under player control one or more selection elements in the bonus mode:

revealing, for each selected selection element, the associated bonus game outcome;

determining under processor control, for each selected selection element, whether the revealed bonus game outcome comprises an end-bonus outcome; and

shifting operation of the processor from the bonus mode to the basic mode if the revealed bonus game outcome comprises an end-bonus outcome; otherwise, continuing operation in the bonus mode.

17. The method of claim 16 further comprising the steps of:

revealing, prior to the selection of an end-bonus outcome, only the bonus game outcomes associated with selected selection elements; and

- revealing, upon the selection of an end-bonus outcome, the bonus game outcomes associated with each of the selection elements.
  - 18. The method of claim 16 wherein the step of awarding credits comprises the steps of:

summing the value-associated outcomes selected in the bonus game; and awarding bonus game credits proportional to the sum of the value-associated outcomes selected in the bonus game.

- 19. The method of claim 18 wherein the step of awarding bonus game credits occurs in response to the selection of an end-bonus outcome in the bonus game.
  - 20. The method of claim 16 wherein the step of awarding credits comprises the steps of:

summing the value-associated outcomes selected in the bonus game; and awarding bonus game credits equal to the sum of the value-associated outcomes selected in the bonus game.

21. The method of claim 20 wherein the step of awarding bonus game credits occurs in response to the selection of an end-bonus outcome in the bonus game.

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